

GAA SGC Coordinator Workshop



GAA SGC Coordinator Training Workshop

Super Games Centres – An
Introduction

Learning Outcomes

During the next 10 mins you will learn about:

- Current Status of Youth Participation within the GAA
 - GAA Super Games Centre Concept
 - GAA Super Games Centre Ethos



GAA and Youth Participation

Current Trends with the GAA Youth Population

- A total of 50% of males and 33% of females reported playing Gaelic games.
- Participation was found to be **lower** in urban areas than rural areas
- **Older** adolescents were found to have lower levels of participation in Gaelic Games compared to **younger** adolescents.

(Burns et al 2014)



GAA and Youth Participation



GAA and Youth Participation

Why Participate? / Why Drop Off?

<i>Participation</i>	<i>Drop Off</i>
Developmental	Lack of Fun
Age Related	Coach Conflicts
Games Based	Lack of perceived competence
Competitively matched	Lack of Playing Time

GAA 'Play to Stay' Programme

GAA Super Games Centre – Background

Youth is defined as a person from 12 to 17 years by the GAA Player Pathway. Recent research and registration figures are indicating that there is a steady decline of GAA youth level players. The current culture of competition for this cohort must be adjusted and activity must be amended to support a much more developmental ethos. Having regard for the bio-psycho-social paradigm, youth player development can be described as a non-linear process.

In keeping with this, games and Applied Lifelong Learning opportunities provided must be pre-planned and varied- which have regard for the following elements:

(1) Developmental needs (2) levels of competitive ability (3) maturational readiness.



GAA 'Play to Stay' Programme

Super Games Centre – Definition

Super Games Centres are centres where:

A small-sided games format is provided for youth players aged 12-17 years on an age related and developmental needs basis incorporating ALL (Applied Lifelong Learning).

They can be based in Club, School or Community locations catering for a population not adequately served by regular school or club games through the traditional competitive structure.

It is projected that that GAA Super Games Centre will have a positive influence on the motivations of GAA Youth Players to Play to Stay with the GAA through;



GAA 'Play to Stay' Programme

Super Games Centre – Criteria

ESSENTIAL

- ✓ 6 Week Period
- ✓ 60 mins per week
- ✓ Games-Based Approach (small-sided)
- ✓ Minimal Coaching Input
- ✓ Pre-Planned (What's On?: Where it's on?; When it's on?)
- ✓ Super Games Centre Coordinator
- ✓ Facilitation of Applied Lifelong Learning for youth players
- ✓ Suitable facilities – Indoor and/or outdoor

DESIRABLE

- 12 Week Period
- Directed towards those outside of “traditional” GAA comp structures.
- Players Streamed Appropriately (e.g. 1st 2nd Years/12,13 Years; 3rd 4th Years/14,15; 5th 6th Years/16,17)
- After School/ Evening Activity



Super Game Centre Ethos

The GAA vision is that everybody has the opportunity to be **welcomed** to take part in our games and culture, to **participate fully**, to **grow** and **develop** and to be **inspired** to keep a **lifelong engagement** with our Association.”



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Super Games Centres –
Play to Stay Values

A Review of the Evidence

- Sport - A powerful *Impact* on Young people
- Declining Sport Participation from Childhood to Adolescence – A Major Public *Health* Issue
- Youth Sport Drop Out – Largely a *Social* Phenomenon
- Prioritise the Participant – Re Engineer the Sport *Experience*



A Review of the Evidence

Health

Disengagement from organised sport is understood to be a major predictor of the growing obesity crisis in Europe

Experience

Make the participant the highest priority by redesigning the sport environment through emphasizing value of effort, personal improvement and skill development

Impact

Proven to support healthy lifestyle patterns, positive emotions, a sense of belonging and life satisfaction

Social

Overall, correlates of youth sport drop out are social in nature (coach relationship, perceived competence). Supportive relationships positively influence a player's motivation to remain involved

SGC Report pg 15 - 16



GAA Play to Stay Values

In line with this review of the current research, the below values were used in shaping and creating a non traditional experience within the SGC games environment.

These Play to Stay values are as follows:

- Belonging
- Effort
- Enjoyment
- Empowerment
- Positive Feedback
- Respect



GAA Play to Stay Values

Positive Feedback

'ALL COMMUNICATION IS POSITIVE
AND PROMOTES GROWTH'

Empowerment

'PLAYERS SHAPE AND
OWN THE GAMES EXPERIENCE'

Belonging

'EVERY PLAYER FEELS
CONNECTED TO THE GAA'

Effort

'EFFORT AND PHYSICAL FITNESS
IS PROMOTED'

Respect

'EVERYONE HAS DUE REGARD FOR
EACH OTHER'S FEELINGS AND RIGHTS'

Enjoyment

'PLAYERS HAVE FUN'

Learnings from Research

How can the effect of the Super Games Centre be explained?

Social support derived from the SGC experience reduced player intentions to drop out through increasing levels of social identity

High levels of social support were found to decrease the negative experience of stress encountered leading to an intention to drop out (SGC Report pg 22)

“Everyone’s equal... At the Super Games Centre. No one’s different from each other, Everyone is divided up equally among each other like to make sure that everyone has the best game as possible. Everyone has fun”

SGC Player



GAA Super Games Centre Set up – Play to Stay Prompt

Play to Stay Value Prompt Card (Coaching Process)

<u>GAA Play to Stay Programme</u> <i>SGC Coordinator Prompt Card</i>	
GAA P2S Value:	
Pre Game Consideration	
How will this rule change affect play?	
How might the rule change affect how you interact?	
Post Games Reflection	
How did this rule change affect play?	
How might the rule change affect how you interacted?	

(SGC Manual (Pg 19 – pg 20))



GAA Super Games Centre 2016/2017



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Thank you

